HER INTERACTIVE

OFFICIAL

Strategy Guide

Nancy Drew®

Message in a Haunted Mansion

MYSTERY 3

Nancy Drew

Message in a Haunted Mansion

dare to play™

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SINISTER SPRITS OR SNEAKY SABOTEURS?

Broken gas lines, burst water pipes and toppled scaffoldings! Is it bad luck, unseen spirits or a saboteur? Your friend Hannah Gruen recommended that you investigate suspicious events at an old Victorian home in San Francisco. Hannah's friends Rose Green and Abby Sideris are overwhelmed with renovations in a historic mansion, and everything that could go wrong has gone wrong. Can you find the source of the trouble before someone—possibly you—is injured on the job?

Don't Turn the Page Just Yet!

There are a few important features in this *Message in a Haunted Mansion* guide that you need to know. While you have all the steps and instructions that you need to complete the game on Senior Detective Level, this guide doesn't reveal the person or people behind the trouble! To uncover all the culprits in this mystery, you must finish the game and reveal the final ending scenes for yourself!

Here are some important tips to remember during your adventure:

- **In the lower left corner of the screen is a ND (Nancy Drew) icon. If you left-click on it, you reveal a clock. This is the game time, and depending on the time of day, certain characters move around in the mansion. That's important because sometimes you want to find and talk to people, but other times you need to snoop on your own! If you need to advance time without waiting around, set the alarm clock next to your bed. This quick method speeds up your investigation.**

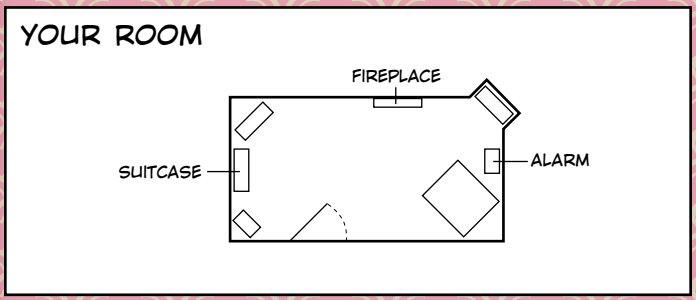
- **Solving important puzzles in this mystery hinges on taking good notes. In certain places throughout the mansion you'll find Chinese hanzi or sinograph characters. There are not a bunch of them, but you need to know what each hanzi character means and what it looks like. Whenever you discover hanzi, write down the script and the meaning so you won't have to spend time reviewing them later in the game.**

- **While this guide reveals the steps for completing the game, there is another hidden story about the mansion's early history. As you explore and unravel the plot, examine clippings and photographs. You'll learn more about the characters who lived here a century ago.**

- **If you played later episodes in the Nancy Drew game series, you'll notice a couple of extra steps that you need to remember in this early adventure: Remember to close any books, cabinets or drawers that you open before continuing. Sometimes you might find that you're stuck until you remember to shut whatever you opened.**

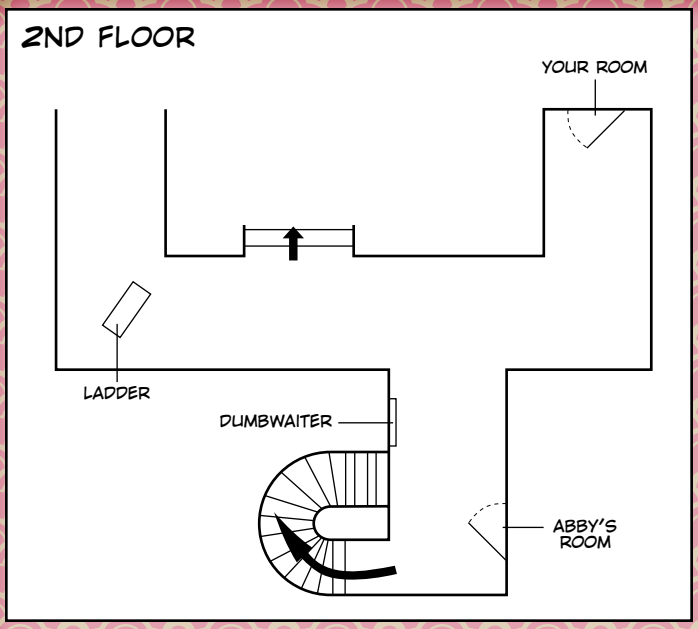
EYE OF THE PHOENIX

Despite the exterior boards on the windows and the rundown look of this dilapidated mansion, the interior furnishings in your bedroom are elegant and amazing! Rose and her business associates know their Chinese décor. Check out the tapestry with the poem on the wall. It mentions uniting ten daughters, losing borders on a box, and grabbing an eye of a phoenix! Is it flowery verse or is there something cryptic here? Could the line about "golden wonders" hint at a treasure? Turn around and stroll over to the elegant and ornate fireplace mantle. There is a jade dragon here. Examine it closely and read the line about daughters of diligence and gold. Is this related to the verse on the tapestry? On the plaque is a Chinese hanzi character. This one means "Daughters". Write this symbol and the meaning down on a scratch piece of paper or in a notebook.



Meet Abby

Exit your charming bedroom and walk down the hall. Take a right where the hallway intersects. Turn left at the dumbwaiter (the white panel in the wall) and walk down the hallway until you see a door on the left next to a small table with a vase containing flowers. Knock on this door (move the magnifying lens cursor up over the door until it illuminates, then left-click) and Abby opens the door.

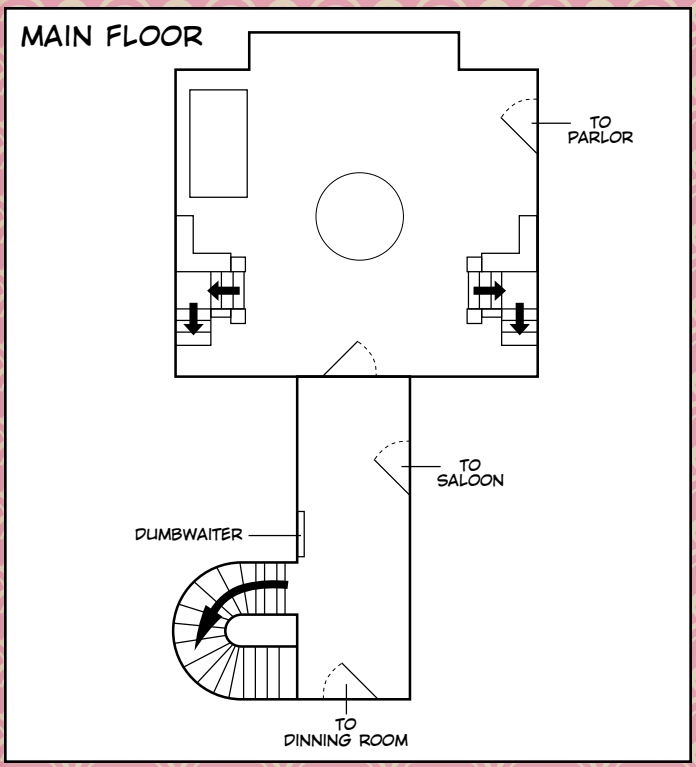


Abby Sîderís

Abby told you that she detects an aura of danger about you, but you could probably detect an aura of presumption during your first exchange in the hallway. She seems amused by your skepticism and her assumption that you don't believe in ghosts. It's tough to tell if Abby believes in the supernatural or her attitude is all part of her quirky séance business. She says that she doesn't have any suggestions about who is behind the recent accidents. Apparently she's sensible enough not to blame the incidents on the spirits that apparently roam this mansion. She does warn you that these unseen entities might "give you a rough time just to get your attention." Is that some sort of threat? If so, is the threat from Abby or something more sinister? Abby doesn't like you mocking the supernatural, but she mentions in passing that the name Valdez is associated with the mansion. Did she learn this from a psychic encounter or has she been reading the old legal documents and other yellowed papers downstairs?

Rose in the Dining Room

Leave Abby to her meditations and walk down to the dining room. If you can't find the dining room, face the portrait of the woman at the hallway intersection and turn left. Now stroll through the open archway to the steps and take a right at the next flight of descending stairs. At the bottom of the stairs you find yourself in the middle of renovations. Turn left and face the single door with an elegant stained glass window. Open this door and proceed along the carpeted hallway. At the end of the hallway you see a set of double doors leading to the dining room. Open these doors and turn to Rose at the table.

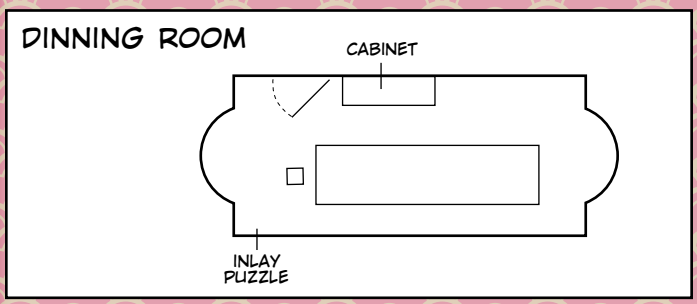


Behind Schedule

Rose recounts the accidents and her frustrations. She depends on you to help with renovations. She also mentions that there are work schedules posted next to the dining room tea set. You can use the schedule to track someone down in the mansion. If you can't find a person, they might be gone for the day—or possibly up to no good! Rose tells you about a puzzling set of tiles that she and Hannah can't solve. The puzzle is on the floor just behind her chair.

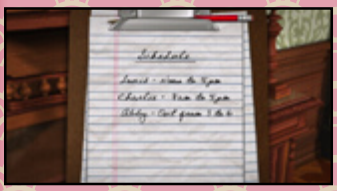
Floored

Look at the pattern of white and brown tiles to the left of the puzzle. You must fill in the white spaces using the brown tiles pieces on the right. As you move these tiles into place some glow. When the pieces change to a lighter color, you can left click on the piece to place it—if that is where it belongs! Rotate a selected piece by right clicking on it. If things don't fit, eliminate the white spaces around the edges. If you're still not sure about piecing this puzzle together, check out the solution in the adjacent photo.



Burning Questions

Talk to Rose after you complete the floor tile puzzle. She mentions some ceiling work upstairs. You'll need a scraper, but apparently Charlie has it. She tells you to ask Charlie, but before you leave, check the work schedule next to the tea set. Beneath this tea set is a drawer. Open the drawer and examine the paperwork. It's a fire insurance policy that Rose amended for the mansion and the payout is a million dollars! And she's the sole benefactor! Could she be serious about burning this historic place down? In the upper left corner of the letter is another hanzi word. This one means "Fire". Copy it down because you're going to need to know it when you solve a puzzle later.



Rose Green

It's tough to consider Rose a suspect when she was the one who suggested that you investigate. She seems frustrated by the accidents around the mansion, especially the toppled scaffolding and the recent gas leak. She could check on Charlie to see if he's doing his job properly, but apparently she doesn't want to question his competency considering the cheap rate he charges for his labor. But how much can Rose take? The projects are behind schedule and the remaining work seems overwhelming. She even mentions that the mansion might be worth more burned to the ground. After all this work, would she commit arson and collect insurance to escape her predicament? It seems silly until you find the recently revised fire insurance policy in the drawer beneath the dining room tea set. If the mansion was destroyed in a fire, Rose would receive a million-dollar settlement! Torching the house isn't a practical solution, but it would be a profitable one. If this is her plan, your investigation might be the perfect cover! If the insurance company poked around, Rose could tell the authorities that she hired you to look for potential troublemakers. If you can't link the fire to Rose, her smoldering plot would deliver a huge payout.

Find the Basement

After you finish examining the fire insurance policy and return it, exit through the double doors and into the hallway. There is a door to your right past the dumbwaiter. Open that door and follow the stairs descending into the basement.

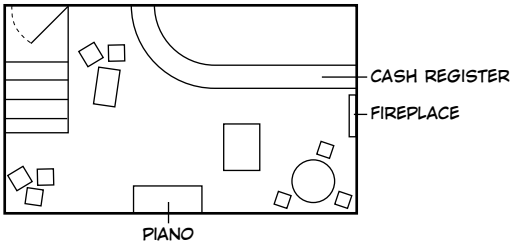
A Not-so-Handy Handyman?

You find Charlie working on something next to the piano in the basement. He seems chatty until you start asking him about the recent accidents. Apparently he thinks others are blaming him for the mishaps. Now he no longer wants to discuss anything with you. The scraper doesn't appear to be here, so head back upstairs.

Charlie Murphy

When you first greet Charlie he seems open and positive, but his can-do demeanor quickly changes as you ask him about the recent accidents around the mansion. He seems either hesitant or unconvinced that Abby and Rose can open the mansion on time, but no matter how he feels about the business plan, he relies on your assistance with the repairs and restorations. Charlie admits that he doesn't mind getting his hands dirty, but considering how far he is behind schedule, are there other things he has his hands on? As the resident repairman, Charlie has complete access to the mansion and unlimited excuses for snooping around. While he admits that the restoration work is a "big project," is he compromising his work efforts and the business schedule with his own secret treasure hunt? If so, how long will he tolerate your investigation if he suspects that you're doing more than renovations? Considering all the accidents, you probably want to keep an eye on Charlie. If he is behind the trouble and you get in his way, he might set you up for an accident on the job.

THE SALOON

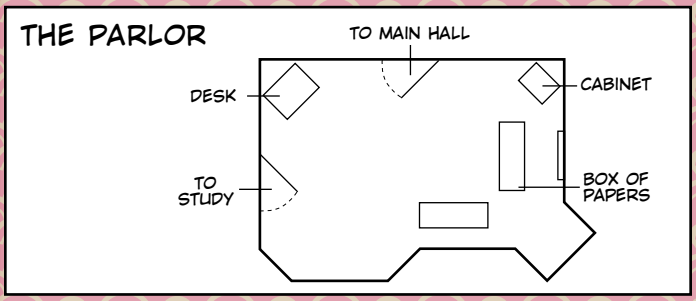


The Search for a Scraper

Return to the large entryway room (from the basement it's upstairs and through the hallway door that has the stained glass). Examine the scaffolding in the corner and look for a paint tray and a blue paint can. Point your magnifying glass cursor on the paint tray so you can scoot it aside and then take the paint scraper.

Parlor Games?

After you pick up the paint scraper and add it to your inventory, turn around and face the parlor entrance. Go inside the parlor. Depending on the time of day and the exact steps that you followed so far, the phone on the writing desk might be ringing. If so, go ahead and answer. Listen to the creepy sounds until the line disconnects. Did a ghost call the wrong number or is Abby prepping for her séance performance? Since you're at the writing desk, examine it for clues. On the left side is a drawer containing a couple of letters. There is an unfinished note from Rose to Hue Straddenier. Beneath it is an older letter from Hue. Apparently he planned on visiting Abby and Rose—in between his Chinese language courses. Abby told him about the spiritual significance of gold.



Old Papers

Turn around and walk over to the parlor fireplace. There are some old papers in a cardboard box here. One is a listing from a telephone company that dates back to 1894. Another is a century-old letter addressed to an Adelbert Kehne from a law firm. Apparently Mr. Kehne bid on the house at 4653 California Lane. That's the mansion address. Look at the document from the American Speak Telephone Company and find the similar address for 4653 California Street. Someone named E. Valdez lived here. E. Valdez was listed as a "Hotelier." If these documents are correct, this mansion was a hotel in 1894!

Call Emily Foxworth

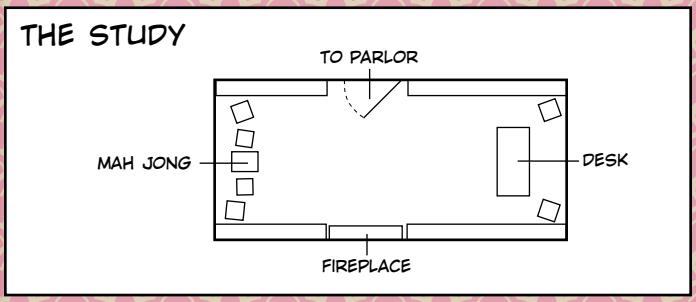
Since the parlor has a phone, call Emily Foxworth. If you're not sure how to make a phone call in the game, left-click on each digit on the phone dial. Emily's number is already in your address book. She is researching an article for "The Dragons of San Francisco." It's a historical piece that covers the importance of Chinese dragons. Ask her questions about the dragons, the California Gold Rush and the E. Valdez listed in the old phone directory. Emily gives you details about hanzi and suggests that the old documents in the box might be valuable.

Go to Your Room

It's late. Return to your room upstairs. You might hear ghostly noises, but there isn't much you can do about it. Use your key to open your suitcase and then examine your journal. Review the list of suspects and possible motives, then walk over to your alarm clock and set it for noon.

Louis in the Study

When you wake up examine the bed knob at the corner of your bed. Use the scraper (the one you found beneath the paint tray in the entry hall) to pry the bed knob loose. You discovered a secret compartment containing an old ornate key! Add the key to your inventory, replace the bed knob and then head downstairs to the parlor. Open the double doors in the parlor. Here you find Louis in the study.

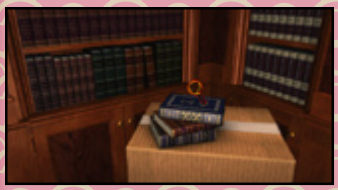


Louis Chandler

Some scholars are humbled by the tremendous scope of their academic subject matters, but Louis Chandler proudly declares himself an "authority of the Victorian Era." Abby and Rose agreed to let him use their library in exchange for advice about Victorian restorations. Considering that many consultants prefer to work in the comfortable settings of their offices, Mr. Chandler seems either out of place or exceedingly generous with his time. But the mansion library contains many books and documents that predate the 1906 San Francisco Earthquake. After the disaster, almost 90% of damage was from fires that destroyed 25,000 buildings, and many of the books and papers about local history before 1906 burned. That's why Louis Chandler is using this library, and that almost seems legit until you ask him what he's hoping to find among the old literature. He won't tell you. Is it because he assumes that you're uneducated hired labor, or is this self-proclaimed "authority" hiding an ulterior motive?

The Legends of San Francisco

Louis doesn't want to answer questions, so snoop around the study. In the corner is a book stacked on boxes near the globe. Pick the book up and thumb through the *Legends of San Francisco*. It outlines many influential personalities in the city, but most details are best left to self-proclaimed authorities like Louis Chandler. All you need to know is in Chapter 5 where a couple of pages describe an actress, songwriter and humanitarian named Lizzie Applegate. Lizzie began her career performing for miners during the Gold Rush and then later wrote and performed in a successful play entitled *The Bandit's Treasure*. Check out the other names of her plays: *The Riddle of the Chinese Box*, *The Fire in the Phoenix Eye* and *Rainbow's Gold*. Most of these titles allude to treasure or puzzles. If this book was on top of the box, does that mean that Louis read it recently?



Mahjong and More

Look a little to the right of the globe at the table with a stack of Mahjong tiles. Examine the table and you'll see individual Mahjong tiles, including one that features the hanzi word for "Four." Copy it into your notebook. Turn around and walk toward the corner and boxes next to the desk where Louis sits. Move your magnifying lens cursor along the bookcase until it highlights a group of brown books on the middle shelves. Examine these books until you find a tile. Click on the tile to separate the books. Click on it again to add the tile to your inventory. You will need this tile for a puzzle later. Now turn and look at the book to the right—it's the one stacked on the boxes. There is a reference to a phoenix and a notation that some cultures (including Chinese) refer to the phoenix as a "Fire Bird." Is it a coincidence that there is a book about the phoenix and Lizzie Applegate wrote a play entitled *The Fire in the Phoenix Eye*? You already discovered the hanzi word for "Fire" in the dining room. Will you find the hanzi word for "Bird" somewhere else in the mansion?

Abby's Invite

Leave Louis to his research and go upstairs to Abby's room. If you can't find Abby, check your clock (left-click the ND icon in the lower left corner). The schedule in the dining room mentioned that Abby is out from 3:00 PM until 6:00 PM each day. If this is the case, return to your room and set your alarm clock for 6:00 PM, then return to Abby's room. Either way she invites you to a séance. Attend the séance and watch Rose for reactions. Rose thinks that the séance is nonsense and she's worried about Abby's candles burning the house down. Everything could be theatrics, but during the séance there is a reference to Valdez looking for his lost wife. Wasn't that the name of the hotelier in the old phone directory?

Get to the Bottom of Things

After the séance you return to your room. Check your alarm clock. It should be after 10:00 PM. If not, set it for 10:00 PM because you need to snoop around the cellar without being interrupted. If you're looking at the alarm clock and you don't need to change the time, left-click on the CANCEL button to step back from the table. As you make your way downstairs, watch for shadows and listen for mysterious sounds. Return to the table where Abby held the séance and examine it. There is a compartment beneath the table. Open the panel and examine the smoke machine and projector. Check out the old cassette tape here, too. Pick up the cassette tape and add it to your inventory. Don't forget to close the panel door when you finish.

Last Call

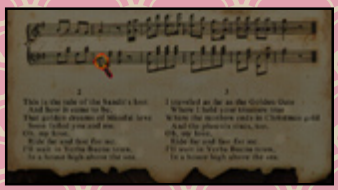
Step back from the séance table and examine Charlie's toolbox. He has several screwdrivers here so he won't miss one. Take the screwdriver highlighted by your magnifying-lens cursor. Now turn around and examine the saloon cash register. Press the 10 key on the cash register to open the till and then pick up the skeleton key. Before you leave the basement, walk over to the piano and examine the piano bench. Open the bench and examine the *Swanee River* sheet music. Here you'll find the hanzi word for "River." Copy this down in your notebook for later. Now return to your bedroom and set your alarm clock for 6:00 AM.

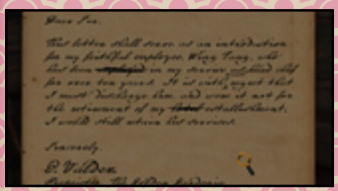
Up to the Attic

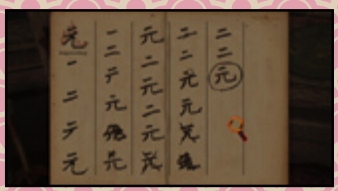
Stroll down the hallway in the morning and locate the ladder near a trio of boxes. At the top of the ladder is a group of water damaged ceiling tiles. Equip the paint scraper that you found beneath the paint tray in the entryway and then use the scraper on the tiles. These damp tiles concealed a locked trapdoor! Take the skeleton key that you found in the saloon cash register and use the key to unlock the trapdoor. Now climb the ladder!

An Old Tune

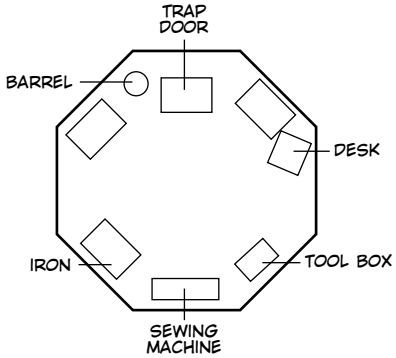
Locate the antique desk in the attic. It's still securely locked after all these years, but if you use the ornate key that you found in the bedpost, you can open the desk. Look inside and take the playbill from *The Bandit's Treasure*—you read about it in the Legends of San Francisco. Examine the cast list, and then look at the sheet music score from *The Bandit's Treasure*. You also need to look at this closely, especially the five notes circled at the top of the score. If you can't read sheet music, these highlighted notes are B-E-G-A-G. At the bottom of this sheet music is a faded message, something that begins with "My love, here…" but then the musical score obscures the rest of the sentence. Look at the draft of the letter that was signed by E. Valdez. Apparently the mansion was once a hotel called the Golden Gardenia. According to the playbill, the Golden Gardenia was also the location for a performance of *The Bandit's Treasure*. Take a moment to check out the folded paper with hanzi characters. It's a lesson or language primer that someone used to practice writing the hanzi word for "Beginning." Copy this down in your notepad with your other hanzi characters.







THE ATTIC



The Old Chest and the Rest

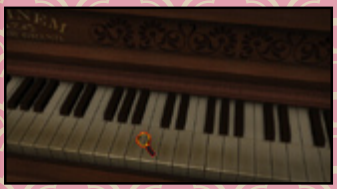
On the other side of the attic is a large chest with a phonograph, doll head and small chest resting on top of it. Open the small chest and remove the old fashioned iron. Head to the left to the sewing machine and two stacked boxes. Look inside the top box and take the crowbar. Now turn around and look at the bottles stacked on top of the barrel. Examine the clutter closely and take the tile. If you're not in a hurry to leave, check out the diary next to the sewing machine and the storybook next to the candle on the table.

Trapped!

As you open the trapdoor, the rotten rope handle snaps off. This old wood door is extremely heavy. Use the crowbar that you found in the attic toolbox to pry open the trapdoor. Now climb down the ladder.

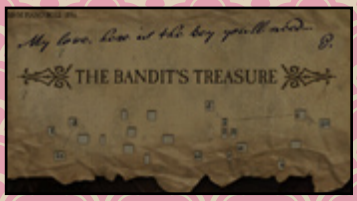
A Secret Melody

Head downstairs to the saloon in the basement. Don't worry if Charlie is working on stuff—he won't mind. Walk up to the piano and closely examine the keys. You can see eight keys that stretch (left to right) from D to D. You're going to have to play the B-E-G-A-G melody that you found highlighted on the sheet music in the attic, but if you can't read sheet music or you have trouble identifying the notes on a keyboard, imagine numbering the keys 1 to 8 from left to right and then press 6-2-4-5-4. When you play the melody correctly a hidden compartment opens in the piano. At the bottom of this compartment is a torn scrap from a piano roll with the words "My love, here is the key you'll need..." Isn't that the same phrase you saw imprinted on the music score in the attic? What would happen if you laid this piano roll over the lower half of the music score for *The Bandit's Treasure*? Add the piano roll to your inventory and head upstairs.



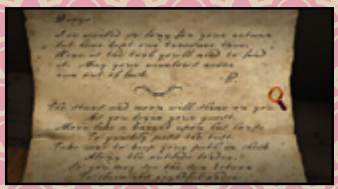
The Lost Message

Return to the attic and examine the lower half of the sheet music from *The Bandit's Treasure*. Place the piano roll over the sheet music so the holes line up with the lyrics. There is a message here! It reads FIND-DIEGO-ON-STAIRS. Return to the stairs.



Dialing in Diego

At the top of the double stairway are spindles beneath the railing. Examine these spindles closely and you'll see that there are five that you can turn. You need to spell out D-I-E-G-O from left to right, but as you turn one spindle, sometimes one or two other spindles spin and rearrange your work. When you solve the puzzle you see a message about a false floor. There is also a secret compartment here. Take the Chinese charm off the scroll in the bottom of the compartment and then read the letter to Diego. Who was Diego? It's signed by someone named "E." Was this E. Valdez? Is E short for Elizabeth and is that another name for Lizzie?



Dumbstruck

Return to the dining room and talk to Rose. Ask her about Louis, Charlie and Abby, along with the papers that Abby found in the box. Towards the end of the discussion she asks you to fix the dumbwaiter. In the hallways you probably spotted a white cabinet door, but until now you could not use it or open it. Go to the hallway outside the dining room and click your magnifying lens cursor over the dumbwaiter to open it. Attach the antique flatiron that you found in the attic to the rope. This creates a counterbalance for the dumbwaiter. Now go upstairs to the upper hallway and open the white dumbwaiter cabinet. Take the tile inside and then examine the overturned tea cup. Copy down the hanzi word for "Eye" in your notebook or notepad.

Leave the Mansion NOW!

After your conversation with Rose about the others, it's time to review the facts in your journal. Return to your bedroom, open your suitcase and check the updated entries. Could Diego's treasure still be in the mansion, and if so, do others know about it? Close your journal and suitcase. As you get up to leave a note slides under your door. Apparently someone doesn't want you here. Are they searching for the treasure, too?

One-Alarm Fire

Remember that box of old papers that Rose said Abby found? Save your game before you return to the parlor. Name your save file something catchy like "just before the fire" or "do this next part really fast." When you reach the parlor the box of old papers is on fire! Timing is critical here. Look to the left for the brown cabinet in the corner. It has some painted flowers on it. Open it and click on the fire extinguisher. Add the fire extinguisher to your inventory (don't forget to close the cabinet door), and then use it by clicking on it and then clicking on the fire. If you don't extinguish the fire fast enough the first time, select the Second Chance option at the main menu and try again. Talk to Rose after the smoke clears and she mentions something about Louis giving her advice. Did Charlie intentionally forget the fireplace screen, or was this part of Rose's ruse to cash in on a million-dollar fire insurance policy?

Sift Through the Ashes

Return to the parlor after you finish talking to Rose. Was this an accident, or did someone want to burn important evidence? Look at the torn papers. There are other notes here, including a burned note from Hue Straddenier. You can't read it all. Did Abby go through this box when she found it in her room? Or did she really find the box there?

Heated Words after the Fire

Head upstairs to your room. As you walk pass Abby's door you hear a discussion between her and Rose. With all the shouting you can stand outside the door and remain undetected. Return to your room, review the new journal entries and then set your alarm clock for 10 AM.

Three Missing Tiles

Head downstairs in the morning and examine the clean fireplace in the study. There are three missing square tiles on the hearth and you carry three square tiles in your inventory. Place the tiles on the hearth in the correct order. This isn't tough to figure out because the tile designs alternate, so no identical tiles are side-by-side. Look down after the tiles are in place. There are two fireplace guards attached to the andiron bars on either side of the fireplace. In the old days before fireplace screens, andirons and andiron guards propped up burning logs and prevented the wood from rolling out of the fireplace. Examine the left andiron guard. It's shaped like a phoenix. Pull this andiron and a secret space opens behind the bookcase! You don't have a lot of time, so quickly click on the opening to slip inside the hidden room.

A Secret Space

This isn't a secret passage—more like a hidden room. Move ahead until you see the door handle and the painting on the floor. Examine the painting and look at the plate at the bottom of the portrait. You'll spot the hanzi word for "Child." Add this word to your notebook or notepad. Pick up the old lantern and add it to your inventory. Above the lantern is a brick that looks out of place. Remove the brick and examine the hole. Slide back the panel and peer through the eyeholes! You can see Louis in the study! This place is creepy! Watch Louis until Rose calls him. He found something important, but he locked it away in his briefcase before he left the study.

Back to Your Room

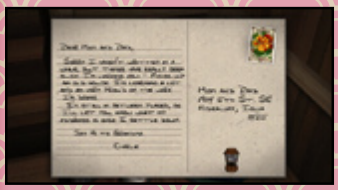
Luckily for you, Louis ran off to find Rose without knowing that you were watching him from behind the painting. Push the lever on the wall to open the hidden door. You could look at his chess book, laptop computer and locked briefcase, but don't worry about this stuff now. Return to your bedroom and set your alarm clock for 7 PM.

Now REALLY Get to the Bottom of Things

If there was a secret room next to the study, could there be other hidden places throughout the mansion? Are there door handles connected to other fireplaces? Drop into the basement/saloon after Charlie leaves at 7 PM. Examine the fireplace. It looks spotless. Use the crowbar that you found in the attic to pry up the fireplace grate. You found another secret room! Climb down into the darkness. It's tough to see much until you light the lantern that you found in the secret room next to the study. Use it to make your way through the cramped passage beneath the saloon floors.

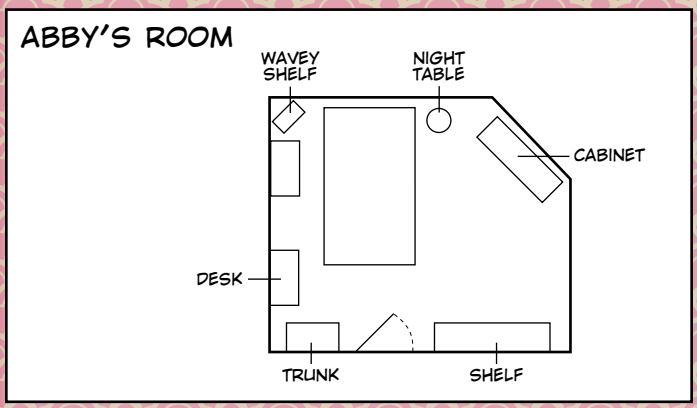
Beneath the Basement

Crawl through the passage until you reach a hidden room. Apparently that ornate mirror behind the glasses and steins is a two-way mirror! Examine the sparse furnishings in the corner. Note the discarded Chinese takeout food boxes because the hanzi word for "King" is printed in red. Copy this down in your notebook or notepad. There is also a book opened to a page about a legendary bandit named "El Diablo." Now look at the postcard on the milk crate. It's written by Charlie! Take the diskette labeled "Term Paper" because it might be an important bargaining chip later. Follow the stairway leading up and exit through the hidden one-way door.



Abby's Secrets

Return to your bedroom and set your alarm clock for 3 PM. Go to Abby's room after you wake up. According to the schedule posted in the dining room, Abby is out of the house from 3:00 PM until 6:00 PM. Look on the shelf below her stereo system and examine the black jewelry box next to Abby's crystal ball. Open the jewelry box and add the spider charm to your inventory. Take the spider charm over to the armoire next to the window. Use this charm to open the spider-shaped lock. Inside the armoire is a sound system… and a closed circuit video camera system! And a microphone! Examine the sound system, especially the electronic components on the middle shelf. What is this "Haunted Group A" display? Press one of the buttons in the Group A selection. Is Abby making the ghostly sounds around the mansion? Now look at the lower shelf and examine the tape player. Take the cassette tape from your inventory, insert it in the tape player and press the right arrow or "Play" button on the tape player. You hear the same noises from Abby's séance!



A Room with a View

Walk over to the framed zodiac picture on the wall in Abby's room. Left-click on the frame and it reveals a two-way mirror! Walk over to her dresser and examine the drawer. Open the drawer and examine the packet of Moon Stone incense sticks. On the package is the hanzi word for "Moon." Copy it down in your notebook or notepad.

Zodiac Notes

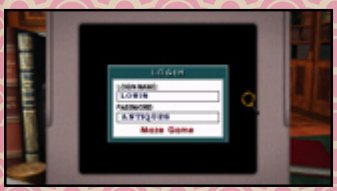
On the bookshelf to the right of the desk is a book about the Chinese zodiac. Open the book and read the contents. The weird thing about Abby's room is that there are several zodiac references. Does she like the zodiac, or is she researching something else? Look to the left of the desk at the bookshelf. Remove and open the book about the Chinese zodiac. Note the order of the animals listed in the book: Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat, Monkey, Rooster, Dog and Boar. It's time to leave. Before you go, return Abby's spider charm to her jewelry box. You wouldn't want to make her suspicious, would you?

A-Mazing!

Return to the study. Louis left his laptop on the desk. You don't have his password, but there is a link to a maze game that you can play. Use the keys on your keyboard to navigate the maze. Apparently brilliant minds like Louis don't like tremendously taxing games, and that's why this maze game has a map feature (press the "M" key) so you can track your progress to the large white goal square. Your present location is the blue dot on the map. When you reach the goal the game ends and you open the laptop directory—without a password!

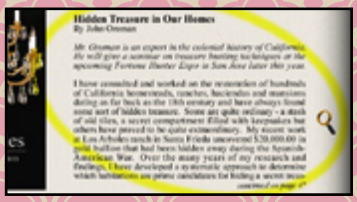
A Brief Combination and a Term Paper

Browse the laptop directory and click on Mr. Chandler's file icon. Apparently he's researching San Francisco hotels in 1888. Click on the key icon and copy down his passwords. The laptop password is "ANTIQUES." There is another important combination here. Write down 4653-4868 because you need it to open his briefcase. Step back from the laptop for a moment and then take the term paper diskette from your inventory. Place the diskette in the drive opening on the right side of the laptop keyboard. Now log into the computer as if you were an authority on antiquities. Your name is "LOUIS" and your password (as if no one could ever guess it) is "ANTIQUES." Click on the diskette icon and read Charlie's term paper outline. Charlie is a bit of an expert on California history, too! Does Charlie suspect a link between the legendary El Diablo and hotelier E. Valdez?



Unlock the Secret of Gum Bo Fu

Step back from the laptop and walk over to the briefcase that Louis left on the study chair. Enter the password combinations on each side: 4653 and 4868. Inside the case you find the book that you saw Louis grab earlier. And some matches! Did Louis start the parlor fire? According to a folded letter next to the matches, Louis represents a client who wants to sell $50,000 worth of uncirculated bank coins dating from 1870 to 1880, but the client wants to remain anonymous. If the bank coins were never used, why wouldn't the bank still have possession of the coins? Were the coins stolen from one of the five banks in California? Is that why Louis is representing an unidentified client, or is the client actually Louis? Now look at the book in his briefcase. It's a verbal account of Chinese immigrants in California. One of the accounts is by Wing Tang, the chef of the Golden Gardenia Hotel, a place the Chinese called Gum Bo Fu. There's also a tabloid clipping about you and that egocentric actor, Rick Arlen from *Stay Tuned for Danger.* Is Louis researching your background? If so, he probably doesn't think you're here for the renovation work.



Worth a Call to Foxworth

Close the briefcase and leave the study for the adjacent parlor. Pick up the phone and dial Emily Foxworth. Ask her about Gum Bo Fu. Emily doesn't know what it means, but she suggests that you check with everyone in the manor. Emily's logic makes sense when you consider that Abby is studying the Chinese zodiac, Charlie is writing about old bank robberies and Louis had the book in the first place. Why didn't you think of that? If you have other pressing questions, ask Emily now because you're entering the final stretch of your investigation. Many victorian houses had damaged rooms closed off after the San Francisco earthquake. Could there be other hidden places inside this mansion?

Charlie's Final Exam

Depending on the time of day, you might be able to track down Charlie in the basement. According to Rose's list of schedules in the dining room, Charlie works from 8:00 AM to 5:00 PM. With those long hours, you would think that he would be finished repairing this place. If Charlie isn't in the basement, return to your room and set your alarm clock for 8:00 AM and then go there. Ask him about Rose, Louis and Abby before you return his diskette, and then ask him about his term paper. Apparently he can't distinguish between the facts and legends surrounding El Diablo. If you ask the right questions, he'll share one last observation about the fire: The last person he saw around the papers in the parlor was Abby.

Dear Abby...

Unless it's between 3:00 PM and 6:00 PM, Abby will be in her room. Knock on her door and ask about the fire. She suspects Charlie because she saw him down in the parlor before it happened. She seems confident that Charlie is behind the accidents. She suspects that Charlie is watching her, but this seems hypocritical considering that Abby spies on people through the two-way mirror in her room. She thinks Gum Bo Fu is some sort of gumbo. Abby loves gumbo.

Louis in the Study with Gum Bo Fu

Remember that chess book that Louis keeps next to his laptop? Interrogating this suspicious suspect is a lot like playing a chess game, so be careful what you ask and how you answer his questions. Louis keeps short work hours and you won't find him in the study until noon. He is gone again at 5:00 PM. Use the alarm clock in your room to speed up his work day. When you ask about the fire he seems sympathetic, but when you ask him about Gum Bo Fu he wants to know where you heard the term. Keep in mind that this guy has a tabloid clipping about your detective work in his briefcase. You have a choice: You can tell him that you found the term in a book or that you found the reference to Gum Bo Fu in a magazine. The correct answer is to lie—tell him that you saw Gum Bo Fu in a magazine. It's not checkmate, but Louis tells you that Gum Bo Fu means "House of Great Books."

Rose and the Remodeling

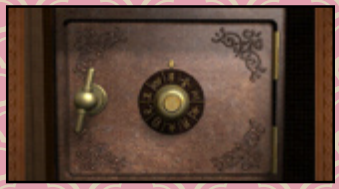
Return to the dining room and see Rose. She explains that everyone will be gone for the evening and that she left a letter in your room. She also removed that old tapestry in your room for dry cleaning. Oh yeah… she has no idea what Gum Bo Fu means.

Lost in Translation

Go upstairs and examine the envelope next to your luggage. It's from Emily Foxworth. Open the envelope and read the message. Emily says that Gum Bo Fu means Gold Treasure Mansion. She also wrote down the three hanzi words for Gum Bo Fu: "Gold", "Treasure" and "Mansion." Copy these final three hanzi characters into your notebook. If you wrote down all the other characters, you have all the hanzi that you need to solve this mystery.

In the Order of the Zodiac

It's a good thing that Rose removed the tapestry in your room because it exposed a stunning collection of 12 Chinese zodiac symbols carved into the wood paneling. These panels feel a bit like buttons. Is there an order here? Do you remember the order of the Chinese zodiac in Abby's book? If not, the order is: Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat, Monkey, Rooster, Dog and Boar. After you press the tiles in the correct order, a hidden compartment opens!

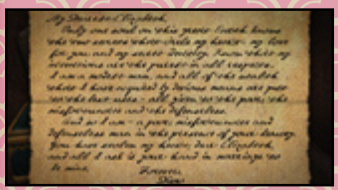


Ten Hanzi Symbols

Inside the hidden compartment is an old safe. If you couldn't guess, there are ten hanzi symbols on the safe dial and you should have more than ten hanzi symbols (with the meanings) written down in that notebook or notepad that you used throughout the game. Now all you need is the correct order! You can figure out the order in the ten lines of the poem on the wall next to the door. You need to enter each hanzi symbol on the dial combination in the order that the words appear in the poem: Child, Beginning, Daughters, Four, Eye, Fire, Moon, King, River and Gold (not "golden" as it is listed in the poem). As you enter each symbol you need to left-click the arrow at the top of the dial. If you press the button in the middle of the dial, you'll reset the combination and have to start over. Avoid pressing this center button until after you finish entering all ten hanzi symbols in the combination! After you enter all ten hanzi symbols (by pressing the arrow at the top of the dial) press the button in the middle of the dial. If you did it right, the safe opens!

Treasures of True Love

Inside the safe you find a signed marriage certificate between Elizabeth Applegate and Diego Valdez. There is a last will and testament and other letters here, too. Was Lizzie Applegate married to the legendary El Diablo? If so, where did the treasure go? Did El Diablo ask Elizabeth to donate his stolen property to the poor and unfortunate? In the safe is a strange pyramid, much like the one Elizabeth described in her travel journal that you read in the attic. Take the charm that you found when you solved the stairway spindle puzzle and place it on charm-shaped imprint on the side of the pyramid.



The Eye in Hand

After you place the charm on the pyramid you see a pattern of moon tiles on the back of the pyramid. The goal of this puzzle is to transform the moon tiles into sun tiles, but each time you touch a tile it will change others in the group. If you're stuck, here is the solution in four steps:

1. Touch the third moon from the left on the top row.
2. Touch the first moon from the left on the second row.
3. Touch the last moon from the left on the third row.
4. Touch the second moon from the left on the bottom row.

After the tiles are transformed to suns, the pyramid flips and you see a tile puzzle. The image that you need to piece together is the phoenix carved into the floor of the entry hall by the front door. If you're stuck, check out the completed puzzle in the photo. Take the red jewel after you finish the puzzle.

A River of Colors

There is an important line in the poem on your bedroom wall that you need to remember: "When the moon sleeps and the sun plays." You need sunlight. If it's night, stay in your room and set your clock for 8:00 AM. In the morning, place the red jewel in the socket of the sculpted phoenix's final resting on top of the post in the entryway banister. Now watch the sunlight filter into the room. The glowing prisms of light play shine on the center of the room, right where the phoenix is carved in the floor.

Lights Out!

Take the crowbar from your inventory and use it to pry up the floorboards around the phoenix. You found gold! Back in 1849 during the gold rush the prospectors would have said: "You struck gold!" But the only thing struck here is the back of your head! During all the noise and excitement of prying up old planks, you never heard someone sneaking up behind you.

Get the Drop on a Thief

You wake up to see the person behind the mansion mayhem gathering the treasure that once belonged to Lizzie Applegate and El Diablo! You don't have much time. Sneak up the stairway to your RIGHT (the left one has a squeaky step) and completely unhook the cord that suspends the entryway chandelier. If you unravel the cord fast enough—you create one final accident in the mansion—a hefty incident that traps the thief and saves an important part of San Francisco's legacy.

HAVE A CELESTIAL DAY!